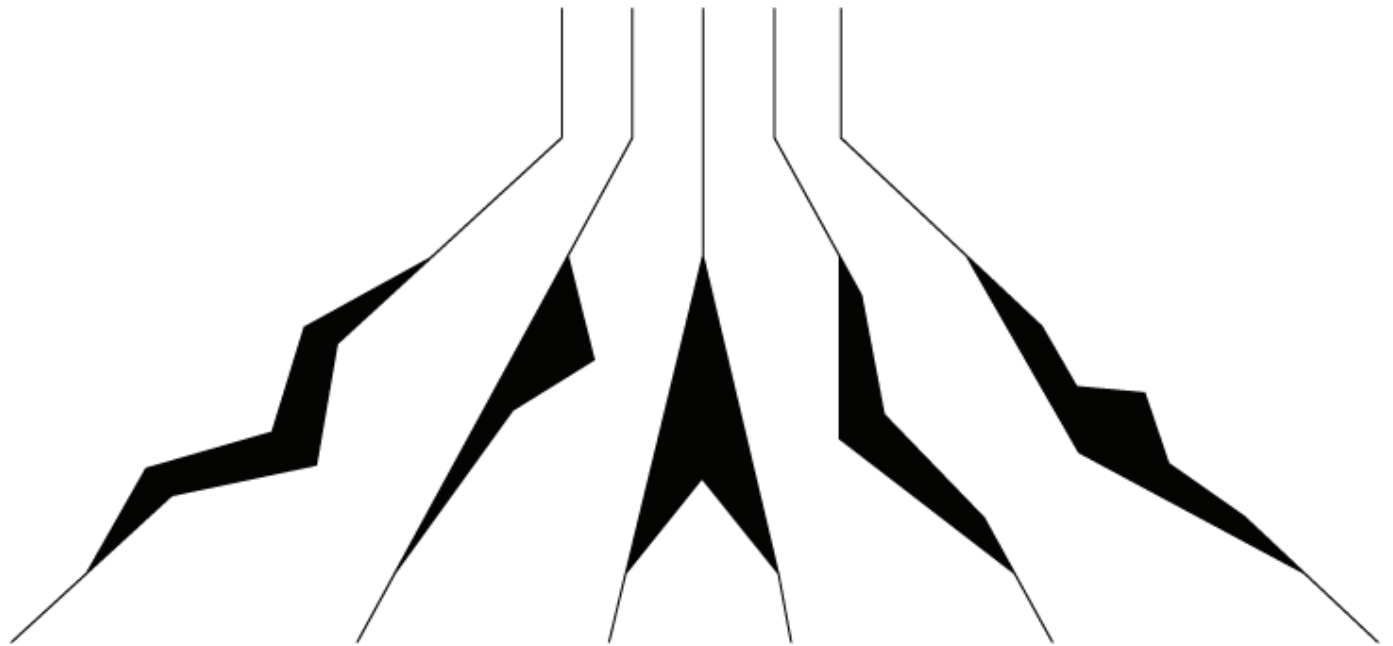


Play Salo
Programme

The Urban as a
space for play,
learning and
transformation.

Salo/Tampere
week 15 - 20



T R A N S F O R M E R S

Play Salo

The course in a nutshell



Raumlabor: Spacebuster



Big Game: PacManhattan

Play Salo is a “Super Site Specific” playful process in the public spaces of Salo exploring and learning not only “about” but also “in, with and for” the city of Salo. The goal of the process is to explore, learn and act based on the concept of “transformational spaces” and thus become “Space Transformers”.



Riccardo Dalisi: Spatial structures, objects and models

Play Salo

The link between space and transformation

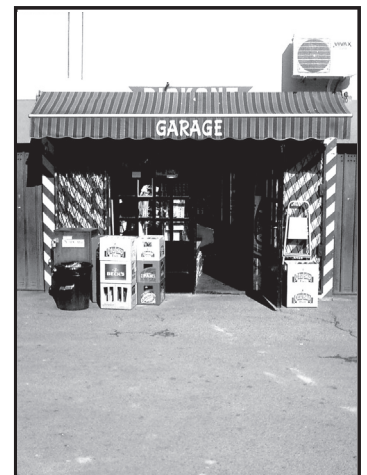


Karo Architekten: Lesezeichen



Situationist Movement: Psychogeography

To illustrate the link between space and transformations - think of the garage where Apple computers were conceived (and the whole region of the Bay Area as a space for disruption and innovation) or how people from Nokia in Salo talk about the sauna as an important space to go if one had to solve problems together - and probably get new ideas.



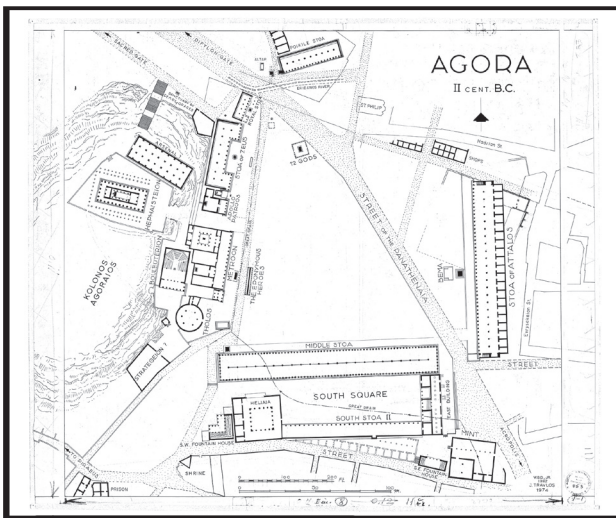
Zagreb: Garage as shop

Play Salo

Overall goal of the project

On a larger scale - and central for our project - we have the notion of Athens as the “cradle of democracy” where the transformational space was the Agora - the central public space in Athens.

The goal of the project is to design and produce real interventions in public space in the city of Salo based on both an understanding of theoretical aspects relating to space and a deep immersion and presence in Salo.



Athens: Agora



Vienna: Add on. 20 hohemeter



Hamburg: Park Fiction

Play Salo

Two groups of students working offsite and onsite

There will be 2 groups of students working on the project: one that works onSite in Salo in week 15 and one that works offSite in Tampere/Hervanta. We will use this to further explore the difference between being present onsite and working on projects offsite - being absent from the location and relying on representations - text, images, plans etc. - for the work.

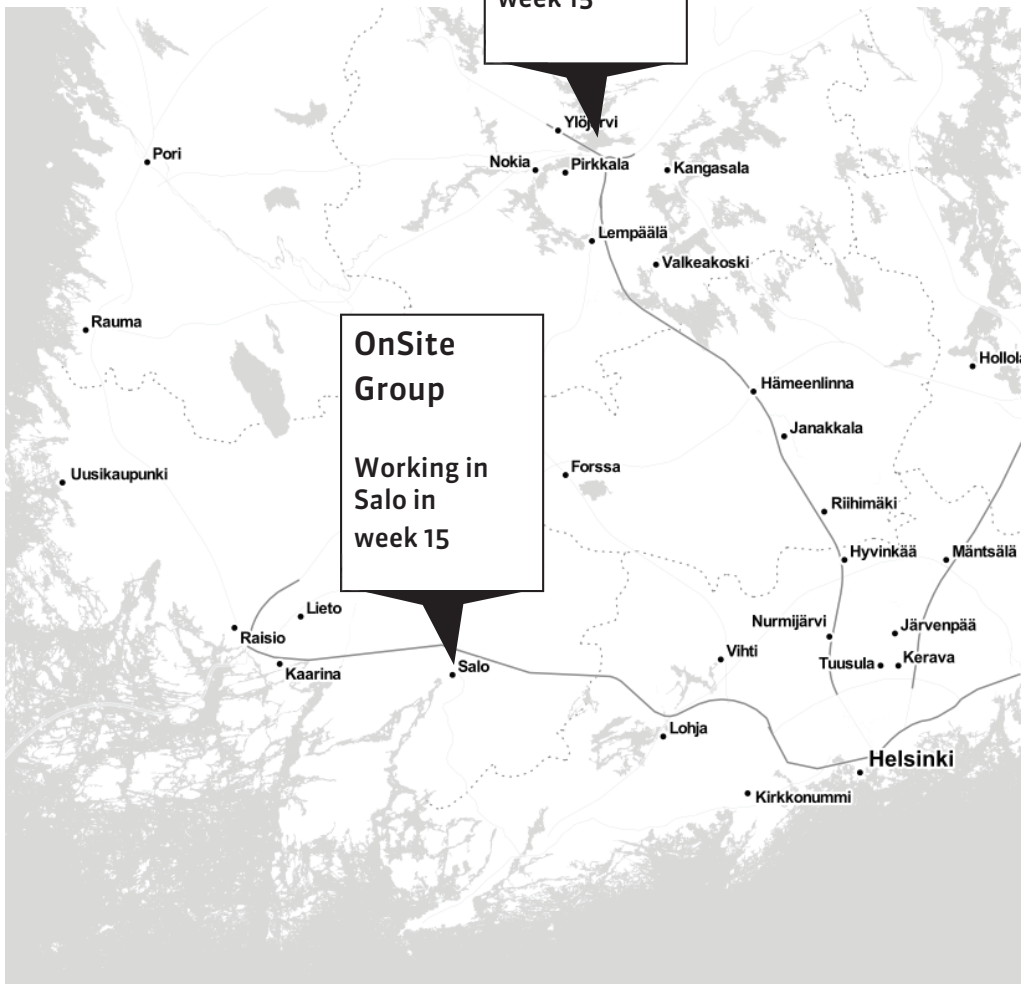
The 2 groups unite after week 15 and use the two different ways of working with a concrete location - offSite and onSite - to explore what difference it makes to be physically present - onSite - or to gather information from archives etc - offSite. Especially we will look at the role of representation in architecture and urban planning: what are the tools we use for our work and how do they influence our perception, communication and creative work.

OffSite Group

Working in Tampere in week 15

OnSite Group

Working in Salo in week 15



Play Salo

Work offSite



Tilbury: MUF architecture/art



Performance: Valie Export

OffSite: Students who don't go to Salo in week 15 will work on the same ultimate goal of designing and producing interventions in public spaces in Salo. They will rely on information about Salo from various sources - online archives etc. - and base their work on that in week 15. This group will go deeper into theoretical aspects of "transformational spaces" and "space transformers":

A: Transformational spaces - Going back in history looking at the Agora and Athens as the "Cradle of Democracy" and then up in time looking at especially public spaces through history that can be linked to various transformations EG the French revolution and the cafes, where people would meet and make plans (Peter Hall is relevant here as well as Lefebvre and Hannah Arendt on the emergence of the Public). Moving forward in time the newer examples such as Tahir Square and the Arab Spring as examples of transformation linked to public space but also why things perhaps didn't transform. This could be a sub theme - why things are prevented from transforming - the various types of power and control that have their spatial expressions such as segregation and gentrification.

B: The Space transformers - What and who was the active part in the transformations that are linked to space. What did citizens do different in Athens? What was special about Steve Jobs in the Garage etc. What are the capacities and tools/methods (organisational etc) that made a difference. Explore various civil society activism - Dewey and Jane Adams (Hull House in Chicago) Alinsky (Check former president Obama as community organiser :) More artistic and playful approaches to space and the squatting movements followed by the temporary use ideas - again exploring what was the actions, methods and strategies that were used in these cases.

Play Salo

Work onSite



OnSite - Students that go to Salo in week 15 : This first week will include a game element - a new way of experiencing the city and interacting in the space of the urban. The game will be an experimental learning process working “in, with and for” the city of Salo by building or performing in public spaces. Exploring the notion of Public Space as both the the physical spaces of the city and the public sphere understood as the political (including media) and historical aspects.

The game will discover and create spaces with the openness for collaborative action and transformation: Where to find the openings and possibilities in public space and how to organise and take new initiatives linked to civil society movements.

Main elements: 3 spaces - from the personal, collective and public spaces.

1. Sensory individual experiences of public space - how does spaces feel?
2. The social dynamics - how to inspire and collaborate with each other?
3. The societal understanding of political processes and historic aspects of public space.

Concrete results - A: documentation/map of the central parts of Salo: Where and what is important - we will call them “Spaces of Interest” (SOI), **B:** short studies of how the most interesting places where produced and **C:** concrete intervention in one or more spaces.

Play Salo

Timeplan in
general and
Prelude in
week 14



Timeplan

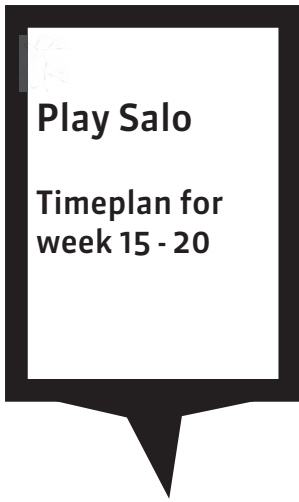
In general: The main course runs only until April 29 but those students who are able and interested can engage in further work in the weeks leading up to May 16. In the last period we will work on how to realise the project ideas and be part of realising them through real build interventions in public spaces in Salo. The timeplan will show both the main course and the voluntary work after the main course has finished.

Week 14 Prelude - a very quick assignment for both onSite and offSite groups:

Express what comes to your mind when you think of the city of Salo - even if it is just a vague thought.

On a A4 portrait mode make a drawing and text in hand - Simple and easy to see from distance so use thick markers - no colours...

Take a photo of your work and send it as an attached file to an email with the subject "Image of Salo": post@playsalo.posthaven.com



Week 15

Offsite and onSite - work in Hervanta and an intensive full time immersion in the city of Salo in collaboration with local experts - Highschool students.

The game elements are only described briefly since many game elements will be discovered during the game :-)

Sunday 7.4. - Trip from Tampere to Salo - check in accommodation

Monday 8.4.

Meeting the local High School Students - exploring and taking over the Basecamp
Introduction to the game and the concepts of space and transformation

Tuesday 9.4.

Game play - Personal space: The body as sensor and expression

Wednesday 10.4.

Gameplay - Collective space: Naming the world together

Thursday 11.4.

Gameplay - Public space: Time and dream machine

Friday 12.4.

Prototyping Space - testing and discussing first ideas

Week 16

OffSite and onSite groups present their works to each other and also discuss how the different methods (absence offSite and presence onSite) influences the work.

Tuesday 16.4. - Interim critique, Hervanta

Week 17

Work on projects for public space interventions in Salo

Monday 29.4. - Final presentation for The local experts (High School students) from Salo that visit Tampere

Week 18, 19 and 20 - Voluntary part - Salo/Tampere

Work in Tampere on projects for the final event - online collaboration with Salo Students.

May 14 - 16 - Camp in Salo: New explorations and preparation of the final public intervention/event.

May 16 - Final event Thursday - A concrete intervention in public space in Salo and a presentation/ discussion with public (EG Mayor), private and civic sector of Salo.